MATTEL ELECTRONICS®

Brain Baffler™

Electronic Game Instructions

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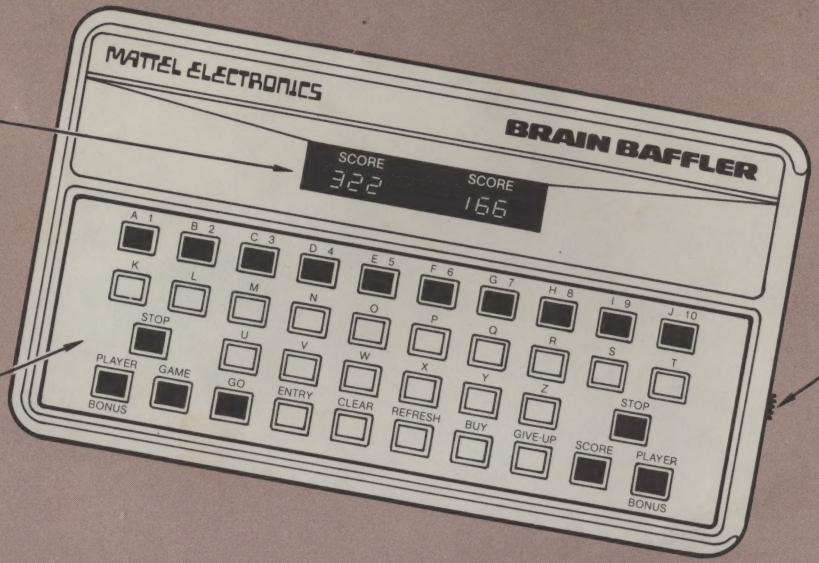
1080-0920(A)

- 8-character LED display. Computerized scoring to 999.
- Sound effects! Winner tune! Loser tune! Clock ticking! Each character and function key has a specific tone! Much more!
- 38-character keyboard, including 26-character alphabet keys.

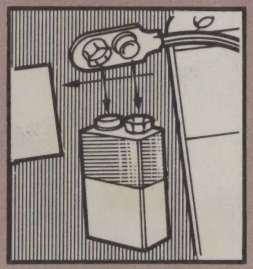


- Power On-Off switch

HOW TO ATTACH THE BATTERY

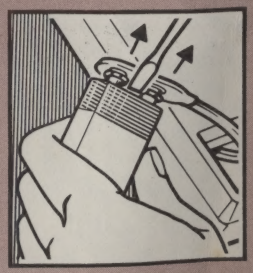
1. Press down on center of cover. Slide cover out to remove.

2. Attach one 9-volt battery to connector. Replace cover. For longer battery life, use a 9-volt alkaline transistor battery.



HOW TO REPLACE THE BATTERY

Place the blade of a small screwdriver between the battery posts, then pry up gently. Important: Do not pull the plastic wire connector to loosen it. To avoid battery leakage do not leave screwdriver in contact with posts for more than a few seconds.



THE ELECTRONIC MIND THAT PLAYS GAMES WITH THE HUMAN MIND!

BRAIN BAFFLER™ offers fun for the whole family with eight challenging word and number games in one!

Match wits with the computer or a friend.

Suggestion: Before beginning to play any game, read that game's entire instructions first.

Caution: Press GAME key **only** at the start of each game. If you press GAME during play, the entire game and score will be erased.

ANAGRAMS • BUILD-A-WORD™ • FLASH WORD™
THIRD DEGREE FLASH WORD™ • COPY THAT™
GO HANG!™ • CONCUSSION™ I • CONCUSSION™ II

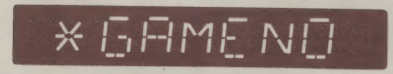
GAME 1 ANAGRAMS (for 2 players)

OBJECT OF THE GAME

Try to unscramble the letters and guess the word. One player thinks of a word and enters it. Computer scrambles the letters. His opponent must guess the word in the shortest possible time. Players take turns entering words and guessing.

START THE GAME

Turn BRAIN BAFFLER™ on. Press GAME key. Computer asks which game you want to play:



ANAGRAMS is selected by pressing A-1 key. Three asterisks appear on the left of the display. Player on the left thinks of a word no more than 8 letters long. Suggestion: Start off with a small word.

ENTER A WORD

Enter a word by pressing alphabet keys. Don't let your opponent see the word. Press ENTRY. The word is now in the computer's memory. Pass game to opponent.

START GUESSING

Opponent presses GO. The word is now scrambled on the display. Try to guess the word. Remember, use only the letters shown and use all of them. The clock starts ticking as soon as you press GO. See if you have the correct word by spelling it out with the alphabet keys. As you press each alphabet key, the letter disappears from the display.

IF YOU GUESS THE WORD CORRECTLY

You will hear a victory tune, and the word appears on the display. Press SCORE. Now it's your turn to enter a word and your opponent's turn to guess.

IF YOU GUESS THE WRONG WORD

1. If you spell a word but letters are left on the display, press REFRESH and GO, then try again.

2. If you use all the letters but don't guess the correct word, press GO and guess again from a new scramble. For example, there may be a time when you use all the scrambled letters, but you haven't spelled the entered word. If SPOT is the entered word, spelling POTS, TOPS, STOP or POST will make the letters disappear. But you will hear the "wrong word" tune.

TRY ANOTHER SCRAMBLE

If you don't see the word amidst the scramble, press REFRESH then GO. A new scramble appears on the display. Each time you press REFRESH, 5 points are added to your score.

BUY A LETTER

If the scrambled letters are leaving you blank, press BUY. The first letter of the entered word shows on the display. Now press GO for a new scramble. Each time you press BUY, another letter is added to the word, and 25 points are added to your score. If you BUY the last letter it's the same as GIVE-UP, see below.

ARE YOU TOTALLY STUMPED?

Press GIVE-UP! The clock stops, and the entered word shows on the display. When you press GIVE-UP, 100 points are added to your score. Press SCORE. Now it's your turn to enter a word and your opponent's to guess.

TIPS

If you make a mistake entering a word, press CLEAR **before** pressing ENTRY. Computer will "erase" the word.

GAME KEYS & SCORING AT A GLANCE
CONCUSSION™I AND CONCUSSION™II
GO HANG!™
COPY THAT™
THIRD DEGREE FLASH WORD™
FLASH WORD™
BUILD-A-WORD™
ANAGRAMS

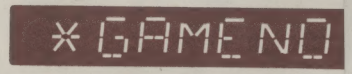
GAME 1 ANAGRAM

OBJECT OF THE GAME

Try to unscramble the letters and gue
One player thinks of a word and enter
Computer scrambles the letters. His c
must guess the word in the shortest p
Players take turns entering words and

START THE GAME

Turn BRAIN BAFFLER™ on. Press GA
Computer asks which game you want



ANAGRAMS is selected by pressing A
Three asterisks appear on the left of th
Player on the left thinks of a word no n
letters long. Suggestion: Start off with
word.

ANAGRAMS (Cont.)

Remember you can't enter a word over 8 letters long. If you do, the display will show * * *. Enter another word.

Misspell the entered word, and **your opponent wins the game.** Keep a dictionary handy!

If you hit a key not used in ANAGRAMS, or press a letter not in the entered word, the computer will disregard this error.

SCORING

Lowest score wins!!! First player to score 999 points loses. Computer keeps track of the time it takes to guess the word:

one tick of the clock	1 point
use REFRESH key	5 points
use BUY key	25 points
use GIVE-UP key	100 points

KEYBOARD

In ANAGRAMS, use the entire keyboard, except STOP and PLAYER/BONUS keys.

SOUNDS

You will hear the following sounds: clock ticking, "wrong word" tune, victory sound.

GAME 2 BUILD-A-WORD™

(for 2 players)

OBJECT OF THE GAME

Add one letter at a time and try to build your word first. Two people play simultaneously. Pace is fast!

START THE GAME

Turn BRAIN BAFFLER™ on. Press GAME key. Now press B-2 for BUILD-A-WORD. Be ready! Two letters immediately flash on the display. The second letter changes every second, accompanied by a beep.

BUILD-A-WORD BY ACCEPTING A SECOND LETTER

When you can think of a word (any length) that starts with the two letters on the display, quickly press PLAYER/BONUS. This makes the second letter a permanent part of the word.

The player who accepted the letter is indicated with 3 asterisks on the left or right of the display.

Player on left accepted letter (1 point)

Player on right accepted letter (1 point)

GAME KEYS & SCORING AT A GLANCE
CONCUSSION™ I AND CONCUSSION™ II
GO HANG!™
COPY THAT™
THIRD DEGREE FLASH WORD™
FLASH WORD™
BUILD-A-WORD™

GAME 1 **ANAGR**

OBJECT OF THE GAME

Try to unscramble the letters ar
One player thinks of a word and
Computer scrambles the letters
must guess the word in the sho
Players take turns entering wor

START THE GAME

Turn BRAIN BAFFLER™ on. Pre
Computer asks which game you

ANAGRAMS is selected by pre
Three asterisks appear on the le
Player on the left thinks of a wo
letters long. Suggestion: Start c
word.

BUILD-A-WORD™ (Cont.)

CONTINUE ADDING LETTERS

Now a third letter changes accompanied by a beep. Continue adding letters one at a time and build your word.

TO END A WORD

Press PLAYER/BONUS to add the last letter. When * * * goes off the display, the entire word appears with a beep. Quickly press STOP.

If there is no challenge from your opponent, press your PLAYER/BONUS key and the score appears on the display. Press GO and start again.

CHALLENGE YOUR OPPONENT

If you don't think your opponent can build a word from the letters shown, challenge!

Challenge period: After a letter is added, the * * * goes off the display. Quickly press STOP **before** the second beep. If you aren't quick enough, the computer ignores the attempt to challenge. Play continues.

Challenge opponent: Ask opponent what word he was trying to build. If the word is legitimate, opponent wins. But if there was no legitimate word, challenger wins. **Winner must press** his PLAYER/BONUS key for score to tally correctly. Example:

Letters on display were S U C C, then player on right added the letter "I." Player on left quickly challenged. Player on right announced that his word was SUCCINCT. This is a legitimate word. Therefore, player on right wins, and must press his PLAYER/BONUS for correct score to tally. Challenge was unsuccesful.

Now press GO and play BUILD-A-WORD again.

TIPS

When the letters first appear on the display, if you don't want to use the computer letter shown, press CLEAR and a new letter will appear.

Computer stops on the exact letter you saw when PLAYER/BONUS was pushed. If you hit the key late, you must use the letter you see displayed.

The display only shows 8 characters. Once the 9th letter comes on the display, the first letter falls out of sight. But all the letters are still in the computer's memory. You can build a word **any** length.

SUGGESTION

Decide before you play if you will accept abbreviations, proper nouns, foreign words, people's names.

SCORING

Highest score wins. Maximum score is 999. The first letter of the word is not counted in scoring.

add a flashing letter	1 point each
added letters in a completed word	10 points each
if challenge is successful	30 points

KEYBOARD

In BUILD-A-WORD, the following keys are used: GAME, PLAYER/BONUS, STOP, GO, and CLEAR.

SOUNDS

You will hear the following sounds: beeping sounds with each changing letter.

FLASH WORD™ 9.
THIRD DEGREE FLASH WORD™
COPY THAT™
GO HANG!™
CONCUSSION™ I AND CONCUSSION™ II
GAME KEYS & SCORING AT A GLANCE

GAME 1 ANAGR

OBJECT OF THE GAME

Try to unscramble the letters ar
One player thinks of a word and
Computer scrambles the letters
must guess the word in the shor
Players take turns entering wor

START THE GAME

Turn BRAIN BAFFLER™on. Pre
Computer asks which game you

ANAGRAMS is selected by pre
Three asterisks appear on the le
Player on the left thinks of a wo
letters long. Suggestion: Start c
word.

GAME 3 FLASH WORD™ (for 2 players)

OBJECT OF THE GAME

Find a word in the scramble as one letter changes each second. Eight letters appear in a scrambled order on the display. One letter changes every second. Two players simultaneously try to find a word, any length. Think fast! Beat your opponent.

START THE GAME

Turn BRAIN BAFFLER™on. Press GAME key. Now press C-3 for FLASH WORD. Immediately eight scrambled letters flash on the display. One letter randomly changes each second. Look for a word. If an asterisk (*) appears, it can be any letter you want.

I FOUND A WORD

When you can form any length word, press PLAYER/BONUS. This stops the computer. Asterisks appear on the display indicating which player found the word.

Player on left found word

Player on right found word

When asterisks go off, letters reappear. The scramble is frozen as it appeared the moment PLAYER/BONUS was pressed. Now tell your opponent the word you found.

TALLY YOUR SCORE

You get one point for each letter in your word. Tally by pressing PLAYER/BONUS once for each letter in your word. Your score will increase on the display each time you press this key. For example: Player on left has spelled BRAIN. Press left PLAYER/BONUS key 5 times and the score is:

TO START A NEW ROUND

When the score is tallied, a new round may begin. You have two choices:

Use the frozen letters from last round: Press REFRESH and the same scramble appears frozen on the display. Both players can continue making words using these letters until all word options are exhausted or you tire of the letters.

Or, start a new scramble: Press GO and a new set of letters comes on. Again, one letter randomly changes.

CREATE OTHER GAMES

For players of different skills, one can play with a handicap: Asterisk is wild for one player, but must stand for a certain letter for another.

GAME 1 **ANAG**

OBJECT OF THE GAME

Try to unscramble the lett
One player thinks of a wor
Computer scrambles the l
must guess the word in th
Players take turns enterin

START THE GAME

Turn BRAIN BAFFLER™ o
Computer asks which gam

ANAGRAMS is selected l
Three asterisks appear or
Player on the left thinks o
letters long. Suggestion:
word.

FLASH WORD™ (Cont.)

Try a game where players must form words of equal length. Or try a game where words must increase by one letter each round.

Set a time limit. Each player tries to make as many words as possible from one scramble. Score, 1 point per word.

SCORING

High score wins. Maximum score is 999.

each letter of word .....1 point

KEYBOARD

In FLASH WORD, the following keys are used: GAME, PLAYER/BONUS, REFRESH, GO.

SOUNDS

You will hear the following sounds: beeping sounds with each changing letter.

GAME 4 THIRD DEGREE FLASH WORD™ (for 2 players)

OBJECT OF THE GAME

Find a word as 3 letters change each second. Eight letters appear scrambled on the display, the same as FLASH WORD. But in this version, 3 letters change every second. Beat your opponent. Spell a word first!

START THE GAME

Turn BRAIN BAFFLER on. Press GAME key, then press D-4 for THIRD DEGREE FLASH WORD. Immediately eight scrambled letters flash on the display. Each second three letters randomly change. Look for a word. If an asterisk (*) appears, it can be any letter you want.

CONTINUE PLAY

Except for the added challenge of three randomly changing letters, play the same as FLASH WORD.

SCORING & KEYBOARD

Same as FLASH WORD.

GAME KEYS & SCORING AT A GLANCE
CONCUSSION™ I AND CONCUSSION™ II
GO HANG!™
COPY THAT™
THIRD DEGREE FLASH WORD™

GAME 1 **AN**

OBJECT OF THE G

Try to unscramble th
One player thinks of
Computer scramble
must guess the word
Players take turns e

START THE GAME

Turn BRAIN BAFFL
Computer asks whic

ANAGRAMS is sele
Three asterisks appe
Player on the left thi
letters long. Sugges
word.

GAME 5 COPY THAT™ (for 1 or 2 players)

OBJECT OF THE GAME

Stop the computer and repeat the numbers last shown on the display. The computer flashes one number on the display. (Using numbers 1-4). Each second another number is added. Stop the numbers and repeat that sequence or challenge your opponent to repeat.

START THE GAME

Turn BRAIN BAFFLER™ on. Press GAME key. Now press E-5 for COPY THAT. Immediately one number appears on the display. Each second another is added. When you want to challenge your opponent to repeat the numbers, press PLAYER/BONUS. The numbers stop, and freeze in the computer's memory. Asterisks appear on the opposite side that the PLAYER/BONUS was pressed:

Player on right pressed PLAYER/BONUS, challenging player on left to repeat.

Player on left pressed PLAYER/BONUS, challenging player on right to repeat.

If you play alone, always press the same PLAYER/BONUS key.

REPEAT NUMBERS CORRECTLY

Press the numbers you saw on the display. If you enter the correct sequence, a victory tune sounds and the display shows:

Press SCORE. One point shows on the display:

REPEAT NUMBERS INCORRECTLY

If you enter the incorrect sequence, a defeat tune sounds and the display shows:

Press SCORE. One point is added to your opponent's score.

START THE NEXT ROUND

When the score is tallied, start a new round. You have three choices:

Press PLAYER/BONUS and challenge yourself to repeat the same set of numbers from the last round. The numbers do not reappear, you must repeat from memory. (Do not use this option with single player.)

GAME 1 A

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ANAGRAMS
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word.

COPY THAT™ (Cont.)

Or, press REFRESH and the same numbers as the last round start over one at a time.

Or, press GO and a new set of numbers comes on the display.

TIPS

The display shows only 8 characters. Once the ninth number comes on the display, the first letter falls out of sight. But all the numbers are still in the computer's memory. For example: If 10 numbers came on, only 8 show, but you must press all 10 in the correct sequence for a point.

SCORING

High score wins. Maximum score is 999.

repeat sequence correctly	1 point
repeat sequence incorrectly	1 point to opponent

KEYBOARD

In COPY THAT, the following keys are used: GAME, PLAYER/BONUS, NUMBER KEYS, SCORE, REFRESH, GO.

SOUNDS

You will hear the following sounds: victory tune when you correctly copy the number sequence, and a defeat tune if you enter the sequence incorrectly.

GAME 6 GO HANG!™ (for 2 players)

OBJECT OF THE GAME

Fill in the blanks and guess the mystery word. One player enters a word and it is stored in the computer's memory. Blanks appear on the display indicating the length of a word. The other player must guess the word.

START THE GAME

Turn BRAIN BAFFLER™ on. Press GAME key, then press F-6 for GO HANG. Three asterisks appear on the display:

Player on left guesses word

ENTER A WORD

Player on right thinks of a word not more than 7 letters long. Press letters on the keyboard to enter word. Don't let your opponent see the word. Press ENTRY. The word is now in the computer's memory.

The display shows (8), the number of misses allowed to guess the word. Blanks indicate the number of letters in the entered word (_ _). For example: If the entered word is HANG, display will show:

START GUESSING

The player on left begins to guess by pressing any letter. Press a letter in the word, and the letter appears in the appropriate space on the display. For example: Entered word is HANG, player on left presses A, display shows:

Press a letter not in the word, this is a miss. Example: For second guess, player on left presses E. Display shows:

GAME

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Players

START
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ANAGF
Three a
Player (
letters I
word.

GO HANG!™ (Cont.)

GUESS THE WORD

When the correct word is guessed, a victory tune sounds. The display momentarily goes blank, then the correct word appears. Hold down SCORE and the score appears:

Release SCORE. Asterisks appear on the player's side who guesses next. Start again.

EIGHT MISSES, YOU LOSE

If you use all 8 misses and haven't guessed the word,a defeat tune sounds. The word then appears on the display. Press SCORE. Start the next round.

TIPS

If you make a mistake entering a word, press CLEAR before pressing ENTRY. Computer will erase the word.

Remember you can't enter a word over 7 letters long. If you do, the display will show * * *. Enter another word.

The computer remembers letters pressed and missed. It will not deduct for a wrong letter more than once.

SCORING

High score wins. Maximum score is 999.

guess the correct word . . . 1 point

unable to guess word . . . . 1 point to opponent

KEYBOARD

In GO HANG, the following keys are used: GAME, ALPHABET KEYS, CLEAR, ENTRY, SCORE.

SOUNDS

You will hear the following sounds: a victory tune when you guess the correct word, and a defeat tune when you use up 8 misses and haven't guessed the correct word.

GAME 7 CONCUSSION™ I (for 1 or 2 players)

OBJECT OF THE GAME

Follow clues and search for 4 numbers generated by the computer. In this version of CONCUSSION, the computer generates four numbers in a certain sequence. These numbers are not shown. Your challenge is to follow clues and find the numbers and the right sequence. One player guesses at a time.

Turn BRAIN BAFFLER™ on. Press GAME key, then press G-7 for CONCUSSION I. The computer has now generated a four digit number. Player on right searches first.

Display shows.

CONTINUE PLAY

Begin with CONCUSSION II instructions "Guess Numbers", and play away!

PLAY ANOTHER GAME

After the first player finds the correct number, start a new game by pressing GO. The computer generates a new number for the second player to find. Lowest score wins!

SCORING & KEYBOARD

Both these are the same as CONCUSSION II.

GAME 8 CONCUSSION™ II (for 2 players)

OBJECT OF THE GAME

Search for the 4 numbers entered by your opponent. One player enters 4 numbers, and the computer hides them. The other player must follow clues, looking first for the correct numbers then the correct sequence.

START THE GAME

Turn BRAIN BAFFLER™ on. Press GAME key, then press H-8 for CONCUSSION II.

Asterisks show that player on left enters secret numbers.

ENTER SECRET NUMBERS

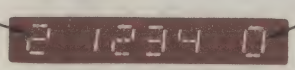
Player on left enters any four numbers. These become the secret numbers. Example: enter

CONCUSSION™ II (Cont.)

2 4 6 8. Computer hides them quickly. Player on right must guess. Display shows:

GUESS NUMBERS

Start by guessing any 4 numbers. Example: press 1 2 3 4. The numbers you pressed, plus 2 guide numbers appear on the display:



Write all six of these numbers down.

CONTINUE THE SEARCH

Press SCORE then GO after each guess. Guess numbers and look carefully for patterns. Pay close attention to the guide numbers.

GUIDE NUMBERS GIVE CLUES

Guide numbers may be 0, 1, 2, 3, or 4. Adding the guide numbers together, tells you how many secret numbers are correctly displayed. When the guide numbers equal 4, you have found the secret numbers. But if both guide numbers are 0, none of the four is correct. Eliminate these.

Example: The guide numbers above tell you that you have guessed two of the four secret numbers. Both are in the wrong place, and there are none in the right place.

Important: Each time you guess, write down the six displayed numbers. As your search progresses, your list of numbers helps you focus in on or eliminate numbers. Look first for the numbers, then for the correct order.

Below is an example of one progression to the 2 4 6 8 secret numbers entered:

Guide Number (showing secret #s in wrong place)	guesses	Guide Number (showing secret #s in correct place)	
2	1 2 3 4	0	two numbers are correct
1	2 4 5 6	2	three numbers are correct
1	2 4 0 6	2	three numbers are correct
1	2 4 1 6	2	three numbers are correct
1	2 4 7 6	2	three numbers are correct
2	2 4 8 6	2	four numbers are correct
0	2 4 6 8	4	success!

SCORING

Low score wins.

each guess at the numbers & sequence . . 1 point

KEYBOARD

In CONCUSSION II, the following keys are used: GAME, NUMBER KEYS, SCORE, GO.

SOUNDS

You will hear the following sounds: beeps as you press each number key.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its electronic games (including hand-held electronic games) that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90-Day Warranty Period, the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase, or when returned prepaid and insured, with proof of the date-of-purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, California 90250.

Units returned without proof of the date-of-purchase, or units returned after the 90-Day Warranty Period has expired, will be repaired or replaced (at our option) for a service charge of $10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to MATTEL ELECTRONICS REPAIR CENTER.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD.

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the following arrangements:

1. Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.

2. Carefully print on the box or carton the following name and address: MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250.
Also don't forget to show your return address.

3. Put parcel post stamps on the package; insure the package; then mail. After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclosing your check or money order for $10.00 as payment for the repair service.

GAME KEYS & SCORING AT A GLANCE

ANAGRAMS: unscramble letters and guess the word. (2 players)

GAME KEY, starts the game A-1, select Anagrams game
ALPHABET KEYS, enter the word
ENTRY, hides entered word
GO, scrambles letters
ALPHABET KEYS, to find word
REFRESH & GO, gives new scramble
BUY, displays correct order of letters
GIVE-UP, displays the correct word
SCORE, displays the score

Scoring: low score wins

one tick of the clock . . . . . .1 point
use REFRESH key . . . . . .5 points
use BUY key . . . . . .25 points
use GIVE-UP key . . . . . .100 points

BUILD-A-WORD™: add a letter and build a word first. (2 players)

GAME KEY, starts the game B-2, select Build-A-Word game
PLAYER/BONUS, to accept letters
STOP, to accept a word, or STOP, to challenge
GO, new round, letters flash again

Scoring: high score wins

add a flashing letter . . . . . .1 point each added letters in complete word . . . . . .10 points each if challenge is successful . . 30 points

FLASH WORD™: find a word as one letter changes. (2 players)

GAME KEY, starts the game C-3, select Flash Word game
PLAYER/BONUS, stops letters and tally score, tap to tally score
REFRESH, new round, last round's letters, reappear
GO, new round, new set of letters

Scoring: high score wins

each letter of word . . . . . .1 point

THIRD DEGREE FLASH WORD™: find a word as three letters change. (2 players)

GAME KEY, starts the game D-4, select Third Degree Flash Word game
PLAYER/BONUS, stops letters, tap to tally score

REFRESH, new round, last round's letters, reappear
GO, new round, new set of letters

Scoring: high score wins
each letter of word .....1 point

COPY THAT™ : Stop the computer & repeat numbers. (1 or 2 players)
GAME KEY, starts the game E-5, select Copy That game
PLAYER/BONUS, stops numbers
NUMBER KEYS repeat numbers
SCORE, displays the score
REFRESH, new round, same #s as last round
GO, new round, new set of numbers

Scoring: high score wins
repeat sequence correctly .....1 point
repeat sequence incorrectly ...1 point to opponent

GO HANG™: fill in the blanks & guess the mystery word. (2 players)
GAME KEY, starts the game F-6, select Go Hang game
ALPHABET KEYS, enter a word
ENTRY, hides entered word
ALPHABET KEYS, to find letters
SCORE, displays the score

Scoring: high score wins
guess the correct word .... 1 point
unable to guess the word .. 1 point to opponent

CONCUSSION™ I: follow clues & search for computer's 4 numbers. (1 or 2 players)
GAME KEY, starts the game G-7, select Concussion 1 game
NUMBER KEYS, to find computer's numbers
SCORE & GO, to make next guess

Scoring: low score wins
each guess at the numbers .....1 point

CONCUSSION™ II: search for opponent's 4 numbers. (2 players)
GAME KEY, starts the game
H-8, select Concussion II game
NUMBER KEYS, to enter secret numbers, to find secret numbers
SCORE & GO, to make next guess

Scoring: low score wins
each guess at the numbers .....1 point

TAKING CARE OF YOUR GAME

Treat your BRAIN BAFFLER™ electronic game as you would any quality calculator!

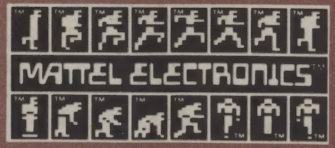
Don't drop it!

Don't leave it in a hot place or near heat!

Avoid getting it wet or dirty!

IMPORTANT:

IF THE VISUAL DISPLAY OF NUMBERS AND LETTERS APPEARS TO BE MALFUNCTIONING, THIS IS THE FIRST SIGN OF BATTERY WEAR. FRESH BATTERIES SHOULD SOLVE THE PROBLEM.



Other electronic games
available from Mattel Electronics.®
Look for them!